I'm not robot

reCAPTCHA

Continue

I'm not robot

reCAPTCHA

Continue

Pll 2x2 ortega

y2 R' U R' F2 R' U R'R' R' R' R' U R'for when the bar is on bottom:z2 L D 'L F2 L' D L'x2 R'R' R'R U' R U Rz2 y F' U R' Fx2 R' F' R2 U' R2 U F' R The first step of the Ortega method: assemble the color. The second step of the Ortega method: assemble the second color, opposite the first. Algorithms below: Click on the figure to access the YouTube video at the right point. To arrive in any case, just make the algorithm backwards, changing the direction of movement, if it is time, it does the opposite and vice versa. Example:R2U'Freverter: F'UR2 Ortega is the simplest method and also one of the most commonly used to solve the 2x2x2 cube. Plus, you'll be able to solve your cube in less than 5 seconds. There are only 12 formulas you need to study, some of which you already know about the traditional 3x3x3 cube. Follow the steps and good training! STEP 1Face white. STEP 2Face yellow. STEP 3Final mutation. STEP 1: WHITE FACEPring the white face without worrying about the permutation of the parts. Keep in the end that the purpose of this step is to abolish the white face, not the white layer. That is, you just need to join 4 white pieces on the same side of the cube, without worrying about the color position of the sides, as we usually do in the methods of layers. This step is completely intuitive, that is, you can solve how best you think and using formulas that you already know from other cube models. It is worth remembering that you can start from any color. I learn by white just to keep the custom going and make it easier to learn with pictures. I indicate that you start training

just like me, and then practice solving starting with a color that's lighter. My advice is to find a side that has at least 2 pieces of the same color, so you will miss only the other 2 corners to complete the first step. An example of a completed white face. Notice that all other colors do not matter now. Just to be sure, another example with a white face completed and the rest of the cube mixed together. Finally, an example with a red face is completed. Like I said, you can start with any color. STEP 2: YELLOW FACEKeep white at the base and finish the yellow face of the cube. At this point, you should keep the white face that ended with the first step at the base of the cube, just as we do in the 3x3x3 methods, and then we will finish the yellow face, again neglecting the sides colors. If you started with a different color, you should know what the opposite color is to apply this step. For example: if you finished blue face in the first step, usually the opposite would be green, then this step should be applied in this color. There are 8 options for your cube to be, one step of which has already been completed. If by why your cube is in a different situation from the examples I showed, look at the page on impossible cases, because there is probably a piece mounted in the wrong way. R U R' U R U2 R'R U2 R' R' R'R' R'R' U R'R'R' R'R'R'R' U R' U' F'R F'R U R'L' U R' U'U'S' x'Face yellow solved. STEP 3: THE FINAL PERMUTATION In this step, we will finish the entire cube with only one formula. Now yes, we'll take care of the color sides. Keep two faces that you have already finished at the base and top of the cube and identify the situation. The fact is that it will be as one of the examples, not necessarily with the same colors, but following the same pattern. At the moment, the moves of you and D are free, precisely so that you can position your cube as one example. Reinforcements that are just examples, so check and find patterns according to your colors. If necessary, you can rotate the entire cube by changing the position of the colors you have already solved, such as holding yellow at the base and white on top. After some time of exercise you will be able to identify cases in a blink of an eye, believe me! R U2 R' U'R U2 L' U R' U' LU this case the whole cube should already be solved with only 2 in turn. Just position on the right and apply the formula. The R U'R' U' F2 U'R U R' D R2This case is quite similar to the previous one, but now the two wrong angles alternate diagonally from the cube. R2 F2 R2A case super easy to identify, since all sides have pairs of angles of the same color vertically. R2 U R2 U D R2 U R2 In this case the cube has a pair on top and one at the base. They can be of different or equal colors. R U'R F2 R' U R'In this case there is only one pair at the top of the cube that should be aligned with the angle of the same color as the base. It may also be that your cube is already with all the pieces exchanged, missing only one movement U, U' or U2. Excellent! Now that you understand how the method works, consider yourself remembering the formulas and position of the cube. This method is super effective and extremely easy to learn and apply, however, what will count most in your times is the ability to identify cases, so training matters. Once you get everything at your fingertips, now you can go for an even more advanced, but also very easy way to apply: Guimond. Good training and I'll see you soon! @renancerpe. The Ortega method has 12 algorithms and 3 steps: These algorithms are also useful in the more advanced methods below. To see how to effectively make the first side, as well as other tips, watch the Ortega Method Tips video. CLL method target: Sub-4 Method CLL (last layer angles) has 42 algorithms and 2 steps: 1 layer of any color CLL (42 algorithms) solves the rest of the cube 9 of these algorithms are from the Ortega method, and many others are from 3x3 OLL. To see how to effectively make the first layer, as well as other tips, watch the video KLL Method Tips. Eg Method Target: The Sub-3 EG method has many algorithms and 2 steps: * Anti-CLL is slightly slower than EG-2, but it doesn't require new algorithms if you know the CLL. 1-Look solves goal: Sub-2 1-layout solve means knowing the whole solution before turning the dice. Therefore, you can turn as fast as you like without breaks. I recommend learning the EG method before you try it, as tracking pieces can be too difficult with the CLL. The following steps Recommended for: Sub-3 The goal now for each solve is to be able to: Quickly determine the face solution (usually 4-6 moves) Trace pieces predict EG case Predict AUF It at every resolution is the most important skill for mastering 2x2. Even if you use bad algorithms or turn slowly, 2x2 solves are so fast that identifying cases in the middle to solve would actually waste more time. Just like predicting the first F2L pair at 3x3, predicting an EG case won't be easy, so you can work your way up by predicting OLL first. You can also find out more algorithms such as: TCLL (like CLL, but it has a twisted angle in D) LEG-1 (like EG, but D-layer tape is on the left) First Layer Examples (CLL) First facial examples (Ortega/EG) based in the UK. All our shares are located in the UK and ships from the UK 99% Positive feedback We have more than 410 5 * Reviews on TrustPilot. Secure online payments Stay safe knowing you're using a secure payment system. Free UK shipping Spend more than £50 online and receive FREE SHIPPING in the UK. Delivery.